SEGA GENESIS
16-BIT CARTRIDGE

THUNDER FORCE III

INSTRUCTION MANUAL

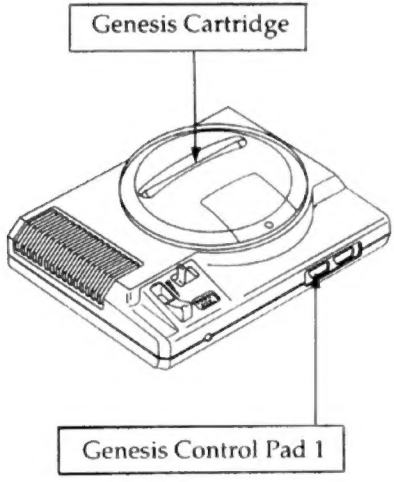
Loading Instructions: Starting Up

1. Make sure the power switch is OFF.

2. Insert the Thunder Force Ⅲ cartridge in the Genesis System (shown below) by following instructions in your GENESIS SYSTEM manual.

3. Turn the power switch ON. If nothing appears on the screen, make sure the cartridge is securely inserted into the console.

IMPORTANT: Always make sure the System is turned OFF when inserting or removing your Genesis Cartridge.

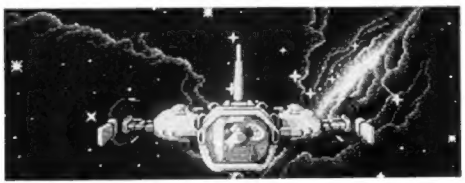


ThunderForce™ III

A century has passed since the hellish war between our Galaxy Union and the Empire of Lone broke out, and it has spread throughout almost half of the galaxy.

Our Galaxy Union finds itself in a precarious position as its armed forces are diminishing under the Empire's massive weapons. The Empire has also succeeded in hiding its planet by installing the HEXA-CLOAKING-SYSTEM on its main base and on its five major planets (HYDRA, GORGON, SEIREN, HAIDES and ELLIS). Therefore, in the Lone Star System, we can neither approach nor destroy anything from ordinary space. Also, the enemy has been using a great amount of RIS (Remote Intercepting System) called KILLPAROS, to surround their star system. Their RIS has never failed to destroy our attacking star fleet divisions. We are about to face the hardest mission we have ever experienced. Project Thunder Force III is our final challenge. The starfighter FIRE LEO 3, code name STYX is the key to victory. STYX has a small body that cannot be detected by the KILLPAROS, but still has the capability of carrying many types of the extremely potent weapons that the larger starfighters have.

STYX is now ready for the mission.



Take Control

Before you begin playing, learn which buttons control the moves and functions you'll rely on during game play.

Basic Functions of The Genesis Pad

Directional Button: (D-Button)

- Operates selection arrow during Configuration Mode.
- Changes values during Configuration Mode.
- Selects a starting planet from the five choices given.

Start Button:

- Press to start game
- During game, press to pause game; then press again to resume game
- Press while holding down buttons A, B or C to enter Configuration Mode

Button A:

- Press to select one of four speeds

Button B:

·Press to select your weapon

Button C:

·Press to fire weapons

The functions of the A, B and C-Buttons depend on the initial setting of the control pad.

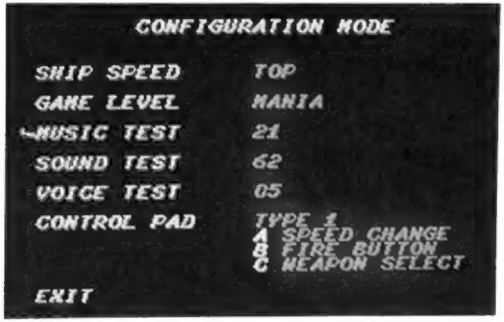
Start Game

Press START when the title is on the screen. While in demonstration, press START to go back to the title screen.

To start play on any of the planets, select desired planet with D-Button. Then press the START(A, B or C) Button again. To reach the stage of Empire Lone, you must pass through the first five stages.

Configuration Mode

Press the A, B, or C-Button and START simultaneously. In this mode, you can select ship speed, game level and button assignment. You can also listen to the music, sounds and voices without playing the game.



1. Move the D-Button up or down to select the desired option.

2. Move the D-Button to the left or right to increase or decrease the numerical level.

3. Press the START Button at EXIT to return to the title screen.

4. Press the START Button at MUSIC, SOUND or VOICE TEST in order to listen.

To change the speed of your fighter, select SHIP SPEED option with the D-Button. Then move the D-Button left or right to choose from LOW, MID, HARD or TOP.

To change the difficulty level of the game, select the GAME LEVEL option with the D-Button. Then move the D-Button left or right to choose from NORMAL, HARD or MANIA.

To perform a MUSIC TEST and listen to one of the 21 available tunes, select this option with the D-Button. Move the D-Button left or right to select a song. Then press Button A, B or C to listen.

To perform a SOUND TEST, select this option and use your D-Button to choose which of the 64 different special effects you'd like to hear. Then press Button A, B, or C to listen.

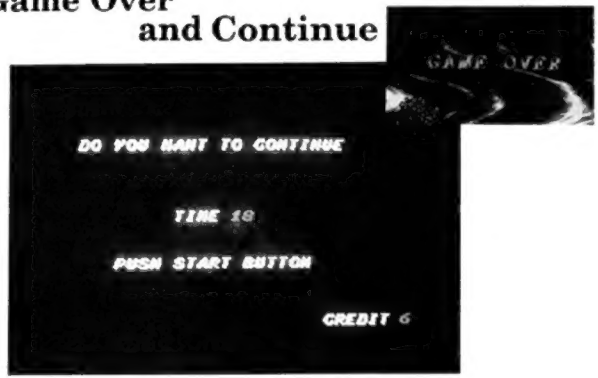
Select this option to perform a VOICE TEST, use your D-Button to select which of the six weapon names you'd like to hear.

To change the function of the A, B, and C Buttons during game, select this option and use your D-Button to choose which one of the six combinations is most comfortable for your finger.

Screen Description

In the first box, the upper row shows the highest score since the Genesis System has been energized, while the lower row shows your current score. The middle box shows the weapons you have at your disposal; a red square indicating the weapon in use. If your game level is set to normal and you are destroyed, you will lose only the items that you have collected in that round. The last box shows the number of fighters you have left and your velocity potential, which can be changed by pressing the A, B or C-Button.

Game Over and Continue



The game is over when you lose all your jets during any one level.
Press START before TIME turns to 0 to continue playing your credited games.

Game Ends

Your mission is completed when you successfully survive all five levels.

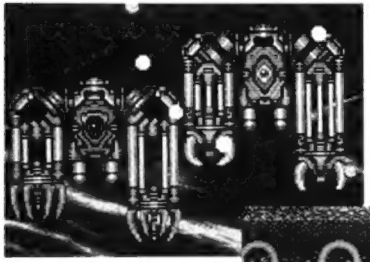
The Planet Data

• **Stage 1:** HYDRA

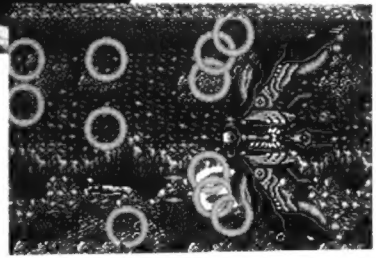
Hydra is a virgin forest covered by lush green trees and vines.

• **Stage 2:** GORGON

Molten lava flows all over this planet.



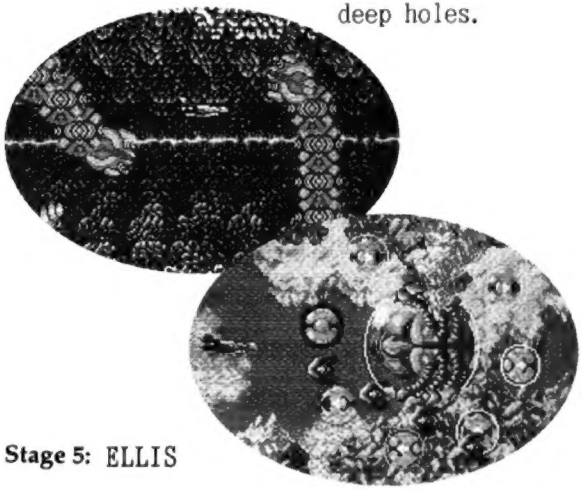
• **Stage 3:** SEIREN



The entire surface is covered by water.

• **Stage 4:** HAIDES

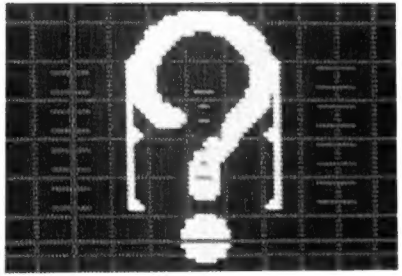
This planet is full of deep holes.



• **Stage 5:** ELLIS

Ellis is encrusted by sheets of ice.

Planet of Empire Lone

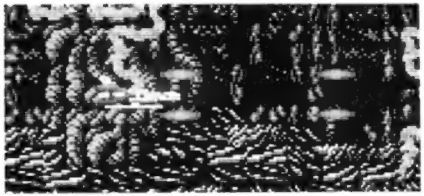


Conquer the last stage!!

Weapons of your Fighter

TWIN SHOT and BACKFIRE are always available for STYX to use.

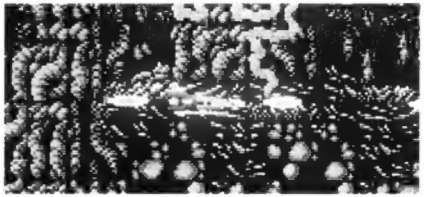
You can get the following Items from weapon carriers.



Nomenclature (Destructive Force)

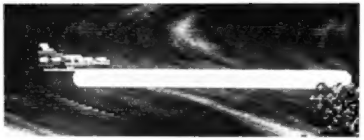
●Twin shot (4)

Twin shots from the front.



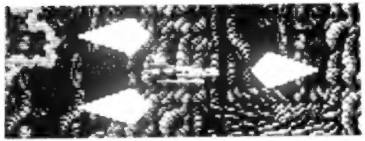
●Backfire (4)

Single shot from both front and back.



●Sever (16)

A Stronger Twin shot that is converted into a laser beam.



●Lancer (6)

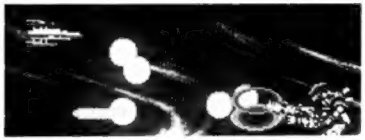
An advanced Backfire with higher launch and Twin shots from the back.

●Wave (4)

Ultrasonic surfaiton wave. Transparent.

●Fire (12)

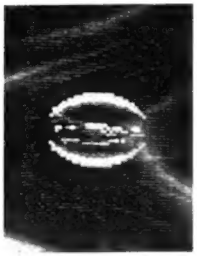
Fires single-shot missiles that crawl along the upper and lower surface.



●Hunter (2)

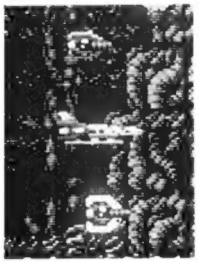
High speed guided missiles

Others



●Shield

Covers your fighter and protects it from damage of any kind. However, the strength of the shield will gradually diminish as it is struck by enemy weapons.



●Claw

These weapons revolve around your fighter, creating a force-field that protects your space craft from enemy weaponry. The fire power of the claws and your space craft are always equal.

●One-up

A fighter is added.

AIM AT THE WEAK POINT OF THE MONSTER!!

stage 1:	Gargoyle	STOMACH
stage 2:	Twin Vulcan	SEARCH RADAR
stage 3:	King Fish	EYE
stage 4:	G-Lobster	EYE
stage 5:	Mobile Fort	CONTROL UNIT

Scorebook

Date			
Name			
Score			

Date			
Name			
Score			

Date			
Name			
Score			

Date			
Name			
Score			

Date			
Name			
Score			

Handling The Sega Genesis Cartridge

- The Sega Genesis Cartridge is intended exclusively for the Sega Genesis System™
- Do not bend, crush or submerge in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.

Technosoft

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